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Title
Interactive graphics for volume modeling.

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ACM IEEE Eighteenth Design Automation Conference Proceedings, Nashville, TN, USA, 29 June-1 July 1981, p.463-70.
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Abstract
Describes the graphic input subsystem (GRIN) of an experimental volume modeling system called the geometric design processor (GDP) developed at the IBM Thomas J. Watson Research Center. Sitting at an interactive graphic workstations, a mechanical designer generates computer volume models of complex physical objects and mechanisms built up from primitive volumes, e.g., cuboids, cylinders, swept surfaces, etc., entered at any orientation in 3-dimensional space. Objects are represented in the model as polyhedral approximations. The central issue is the provision of an efficient, natural means for a mechanical designer to enter and interact with these models. (12 refs).

Descriptors
CAD; computer-graphics.

Keywords
volume modeling; graphic input subsystem; geometric design processor; interactive graphic workstations; mechanical designer; computer volume models; cuboids; cylinders; swept surfaces; polyhedral approximations; **CAD.**

Classification codes

C6130B (Graphics techniques).
C7440 (Civil and mechanical engineering).